

# Foam & Groworld

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# Overview

- Foam
  - Who, where, what
- The growworld project
  - Planting gardens
  - Permaculture
  - Guerilla gardening
  - Computer game



- Based in Brussels and Amsterdam
- Strong links with the UK and Singapore
- Core team of 7 people
- Around 50 collaborators and partner organisations
- A broad range of professional and cultural backgrounds

# Foam philosophy

In a world with complex problems and much segregation and reductionism:

- We need a culture of generalists
  - Participation is required across many boundaries
  - DIY attitude
- “grow your own worlds”

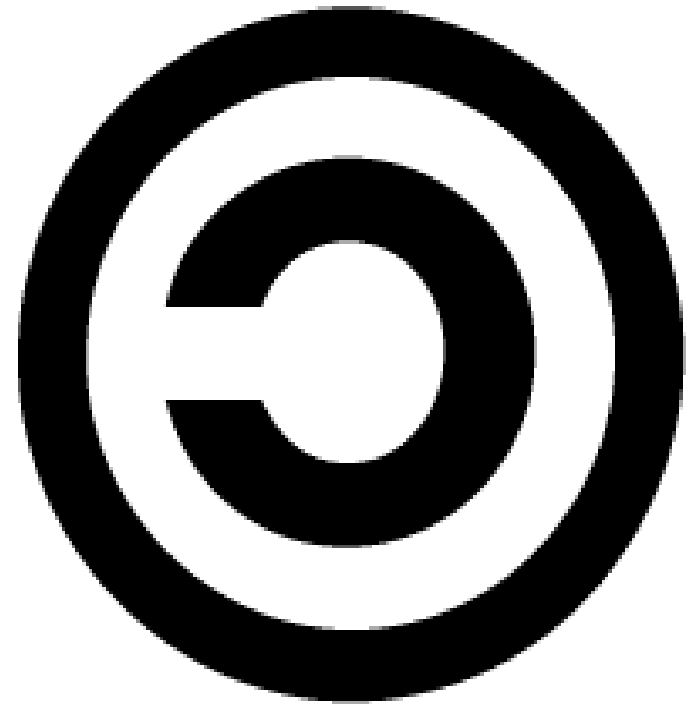




What does foam do?  
Two examples...

# Open source

- Foam is a supporter of open source and copyleft movements
- Access to resources stimulates collectivity and innovation
- Runs free software workshops (blender, pd and fluxus)
- Supporting free software development



# Open Sauce

- Food is very important to foam
- It's a product of our relationship with our environment
- The dinner table as social interface
- Feeds body and mind
- Brings people together
- Feeding during events and workshops, as social celebration





# Growworld

- “Minimise borders, maximise edges”
- Brings the previous two themes together
- Exploring the relationship between plants and us
- Long running project
- Three forces - technology, design/culture and permaculture
- Current phase is called “Borrowed Scenery”





# Growing real gardens

- Amsterdam church garden
- Approved plans for a permaculture garden with old fruit species and edible native wild plants.



# Gardens in art galleries

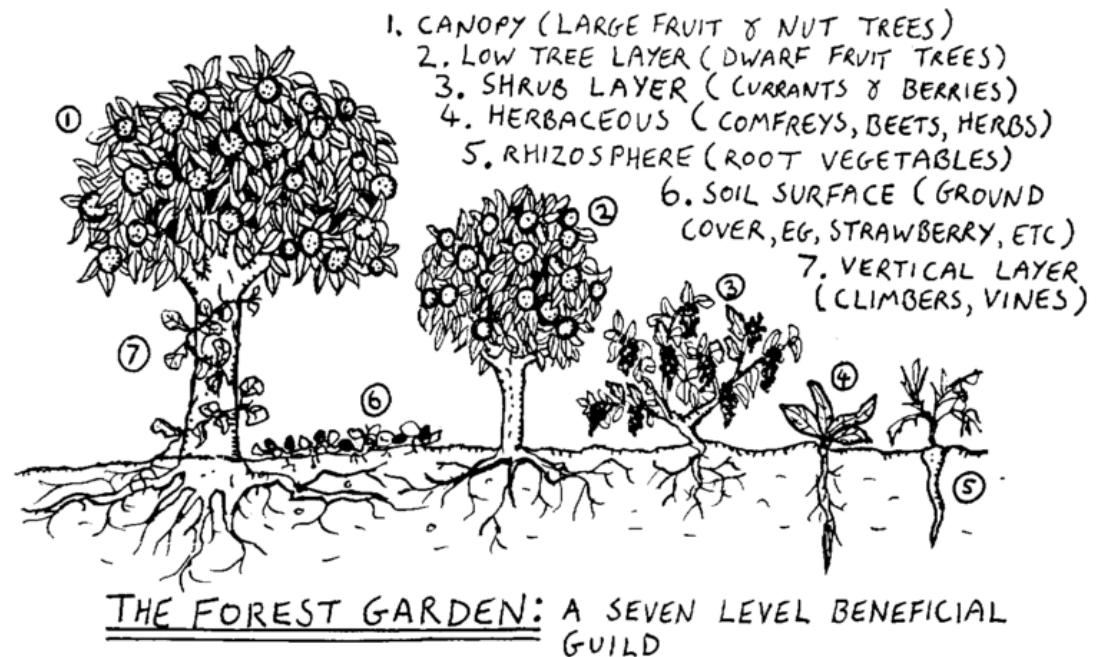
- “Borrowed Scenery 0.1” temporary laboratory
- “The Game Is Up” art festival at the Vooruit, Ghent, Belgium
- Grew and decayed over 10 days





# Guild gardening workshop

- An aspect of permaculture
  - “Permanent agriculture”, or “permanent culture”
- Different plants grown together for mutual benefit
- As opposed to monoculture





# Seedballing workshop

- Guerilla gardening
- Made from native seeds, clay and compost
- Gardening expedition/tour around Ghent



# Growworld game

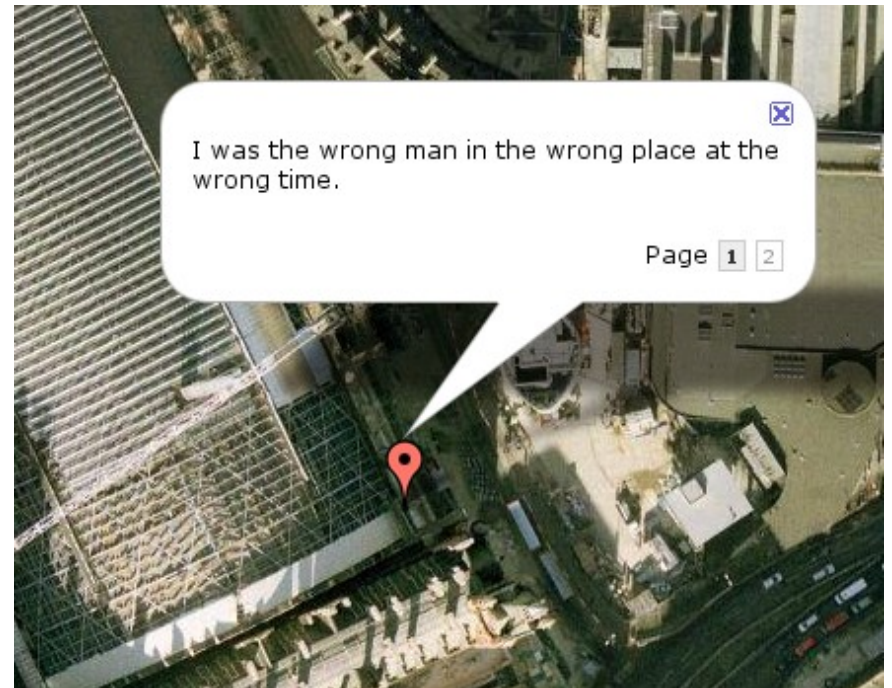
- A computer game to explore the connections between plants and people
- Networked multiplayer game
- Use of augmented reality (real plants and game world)
  - Soil moisture
  - Light level
  - Electrical activity
  - ???
- Currently in prototype stage





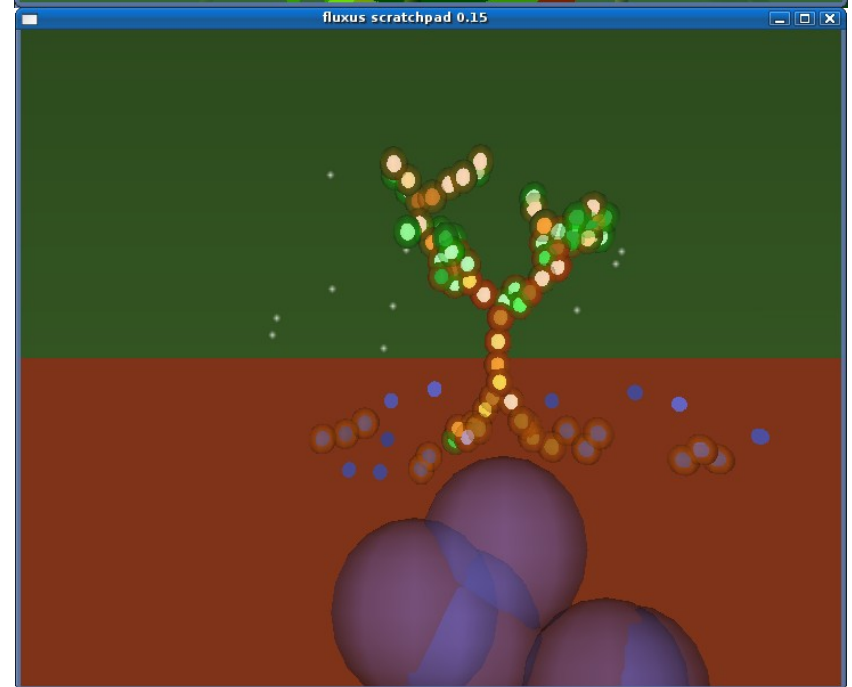
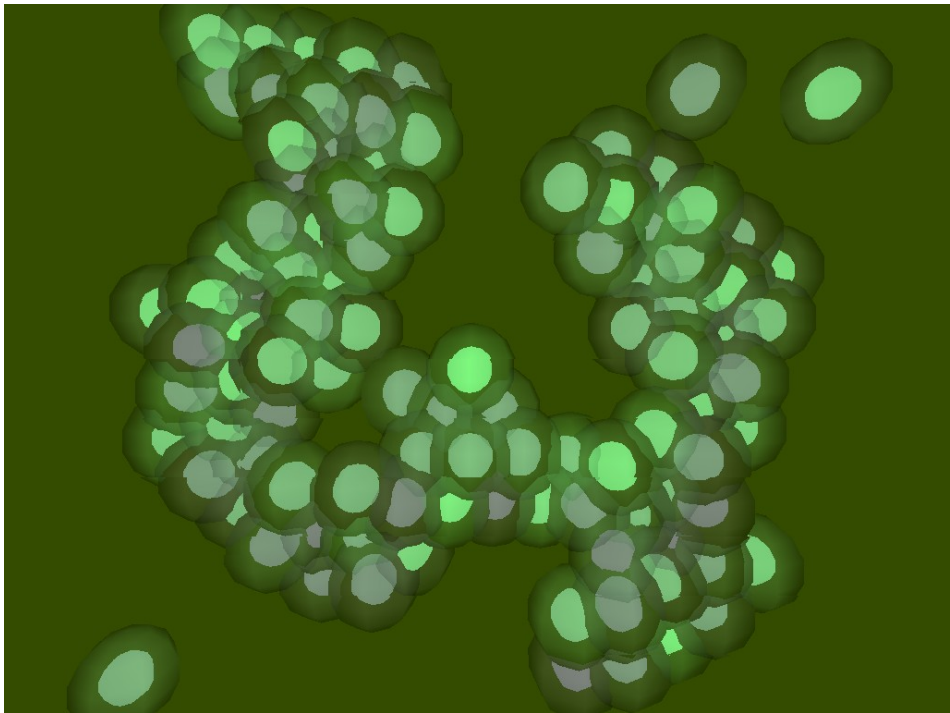
# Groworld Collaborators

- Tale of Tales
  - Artists who make games
  - Gamers who make art
  - Nominated for IGF Award for “The Graveyard”
  - The Endless Forest
  - <http://tale-of-tales.com/>
- Sixtostart
  - Stories and play
  - Augmented reality
  - “We tell stories” for Penguin books
  - <http://www.sixtostart.com/>



# Game prototypes

- Lots of quick gameplay prototypes
- Test out ideas
- Using fluxus – a livecoding/rapid prototyping game engine





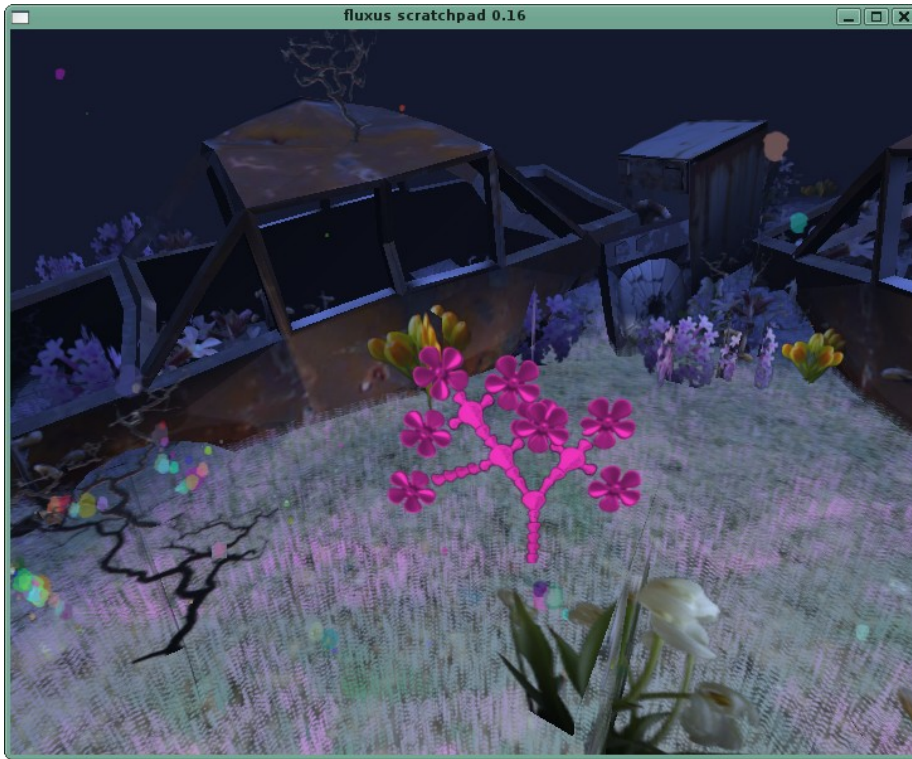
# Testing prototypes

- Public game testing





# Multiplayer prototype



- Players communicate via pollen
- Puff/Absorb from atmosphere

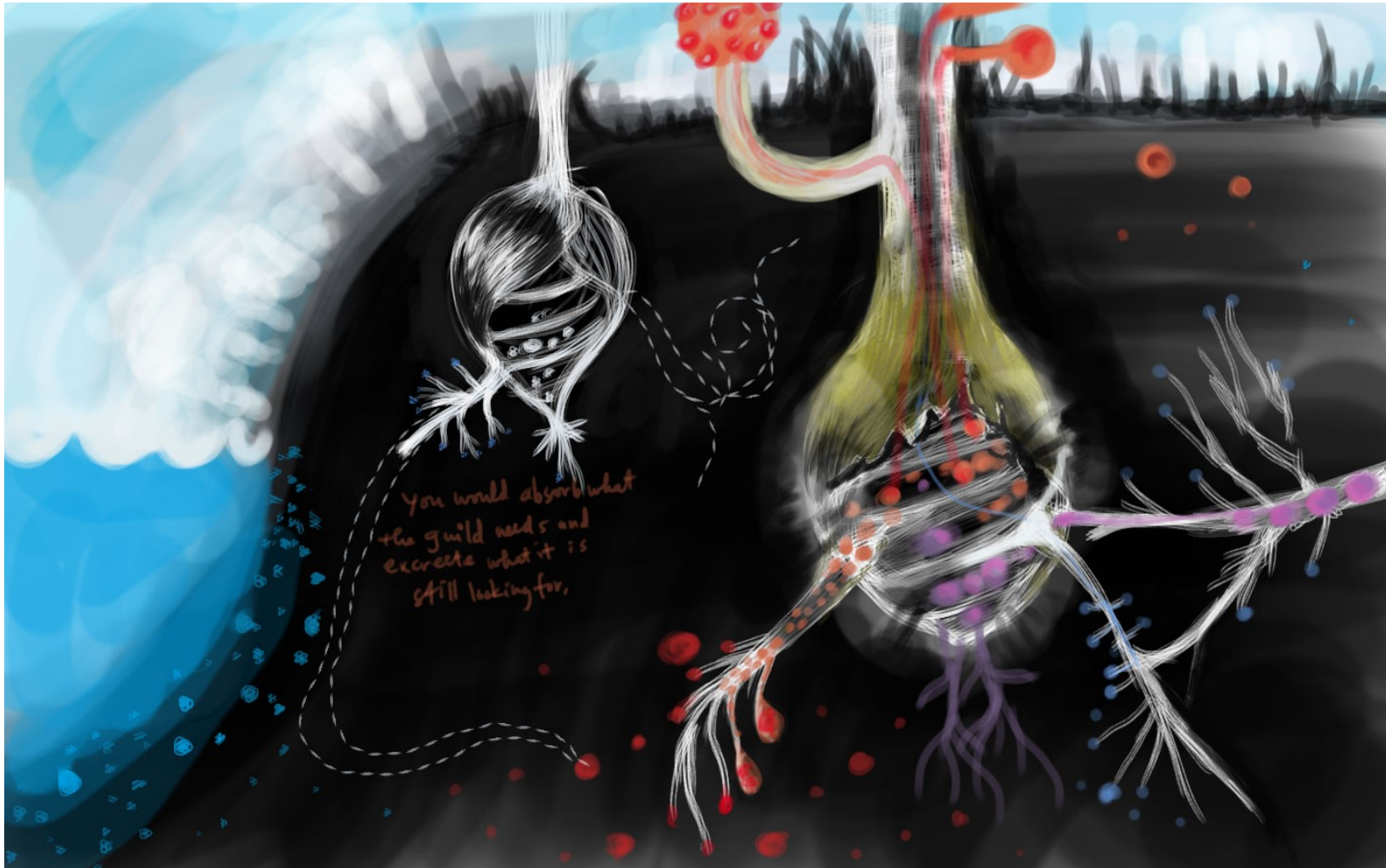
# Next steps: Patabotany



- Extraordinary/Imaginary plants
- Fit them into an ecosystem
- Borrow elements of permaculture



# Current design



- Final prototype released in October
- More before then for public feedback

# Contacts

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